

**LISTING OF CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming method for facilitating game play via a gaming apparatus, the gaming apparatus comprising a value input device, a first display unit, and a configurable control panel unit, the configurable control panel unit comprising a second display unit and a touch screen unit associated with the second display unit, the gaming method comprising:

receiving a value input from a player via the value input device;

causing the first display unit to display a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo;

selecting one of a plurality of player input displays, the one player input display corresponding to the one game related to the first game display;

causing the second display unit to display the selected one of the plurality of player input displays;

receiving player input data associated with the selected one of the plurality of player input displays and associated with the one game via the touch screen unit;  
and

determining a value payout associated with an outcome of the one game.

2. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display at least one button.

3. (Original) A gaming method according to claim 2, further comprising determining whether the player selected the at least one button.

4. (Original) A gaming method according to claim 2, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a first background.

5. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the first background comprises causing the second display unit to display an image.

6. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the background comprises causing the second display unit to display a video.

7. (Original) A gaming method according to claim 4, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a second background after displaying the first background.

8. (Original) A gaming method according to claim 1, further comprising causing the second display unit to display a colored image.

9. (Original) A gaming method according to claim 1, further comprising causing the second display unit to display video.

10. (Original) A gaming method according to claim 1, wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display.

11. (Original) A gaming method according to claim 10, further comprising causing the first display unit to display a bonus game while causing the second display unit to display the second game display.

12. (Original) A gaming method according to claim 10, further comprising causing the first display unit to display a feature event while causing the second display unit to display the second game display.

13. (Original) A gaming method according to claim 1, wherein selecting the one of the plurality of player input displays comprises selecting the one of the plurality of player input displays based on at least one of player input, a time, a game, a stage of a game, a denomination, and player tracking information.

14. (Currently Amended) A gaming method according to claim 1, wherein the plurality of player input displays further comprises one or more user interfaces unrelated to game play and wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a user interface for configuring player tracking information.

15. (Currently Amended) A gaming method according to claim 1, wherein the plurality of player input displays further comprises one or more user interfaces unrelated to game play and wherein causing the second display unit to display the selected one of the plurality of player input displays comprises causing the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

16. (Original) A gaming method according to claim 1, wherein the configurable control panel unit further comprises at least one button separate from the second display unit, the method further comprising receiving player input data via the at least one button separate from the second display unit.

17. (Currently Amended) A gaming apparatus, comprising:

- a first display unit;
- a value input device;
- a configurable control panel unit, the configurable control panel unit comprising a second display unit, and a touch screen unit, the touch screen unit including a touch screen device associated with the second display unit,
- a controller operatively coupled to the first display unit, the value input device, the second display unit, and the touch screen unit, the controller comprising a processor and a memory operatively coupled to the processor,
- the controller being programmed to receive value input data via the value input device,
- the controller being programmed to cause the first display unit to generate a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo,
- the controller being programmed to select one of a plurality of player input displays, the one player input display corresponding to the one game related to the first game display,
- the controller being programmed to cause the second display unit to generate the selected one of the plurality of player input displays,
- the controller being programmed to receive player input data associated with the selected one of the plurality of player input displays and associated with the one game via the touch screen unit, and
- the controller being programmed to determine a value payout associated with an outcome of the one game.

18. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the secondary display unit to display at least one button.

19. (Original) A gaming apparatus according to claim 18, wherein the controller is programmed to determine if the player selected the at least one button.

20. (Original) A gaming apparatus according to claim 18, wherein the controller is programmed to cause the secondary display unit to display a first background to the at least one button.

21. (Original) A gaming apparatus according to claim 20, wherein the controller is programmed to cause the second display unit to display a second background after displaying the first background.

22. (Previously Presented) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display a color image.

23. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display video.

24. (Previously Presented) A gaming apparatus according to claim 17, wherein the controller is programmed to cause the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo.

25. (Original) A gaming apparatus according to claim 24, wherein the selected one of the plurality of player input displays comprises the second game display.

26. (Previously Presented) A gaming apparatus according to claim 24, wherein the controller is programmed to cause the first display unit to display a bonus game while causing the second display unit to display the second game display.

27. (Previously Presented) A gaming apparatus according to claim 24, wherein the controller is programmed to cause the first display unit to display a feature event while causing the second display unit to display the second game display.

28. (Original) A gaming apparatus according to claim 17, wherein the controller is programmed to select the one of the plurality of player input displays based on at least one of player input data, a time, a game, a stage of a game, a denomination, and player tracking information.

29. (Currently Amended) A gaming apparatus according to claim 17, wherein the plurality of player input displays further comprises one or more user interfaces unrelated to game play and wherein the controller is programmed to cause the second display unit to display a user interface for configuring player tracking information.

30. (Currently Amended) A gaming apparatus according to claim 17, wherein the plurality of player input displays further comprises one or more user interfaces unrelated to game play and wherein the controller is programmed to cause the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

31. (Currently Amended) A gaming apparatus according to claim 17, wherein the configurable control panel unit further comprises a user input device separate from the plurality of player input displays; and

wherein the controller is programmed to receive player input data via the user input device separate from the plurality of player input displays.

32. (Currently Amended) A gaming method for facilitating game play via a gaming apparatus, the gaming apparatus comprising a value input device, a first display unit, and a configurable control panel unit, the configurable control panel unit comprising a second display unit and a touch screen unit associated with the second display unit, the gaming method comprising:

receiving a value input from a player via the value input device;

causing the first display unit to display a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo;

causing the second display unit to display a first player input display, the first player input display comprising a first plurality of buttons associated with the one game related to the first game display;

receiving player input data associated with the first plurality of buttons via the touch screen unit; and

determining a value payout associated with an outcome of the one game.

33. (Original) A gaming method according to claim 32, further comprising determining whether the player selected one of the buttons in the first plurality of buttons.

34. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a first background.

35. (Original) A gaming method according to claim 34, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a second background after displaying the first background.

36. (Original) A gaming method according to claim 32, further comprising causing the second display unit to display a colored image.

37. (Original) A gaming method according to claim 32, further comprising causing the second display unit to display video.

38. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the first player input display comprises the second game display.

39. (Original) A gaming method according to claim 38, further comprising causing the first display unit to display a bonus game while causing the second display unit to display the second game display.

40. (Original) A gaming method according to claim 38, further comprising causing the first display unit to display a feature event while causing the second display unit to display the second game display.

41. (Original) A gaming method according to claim 32, further comprising: causing the second display unit to display a second player input display after causing the second display unit to display the first player input display, wherein the second player input display comprises at least a second button; and receiving player input data associated with the at least a second button via the touch screen unit.

42. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a user interface for configuring player tracking information.

43. (Original) A gaming method according to claim 32, wherein causing the second display unit to display the first player input display comprises causing the second display unit to display a user interface for ordering at least one of a drink, a food item, a ticket to a show, and a service offered by a casino.

44. (Original) A gaming method according to claim 32, wherein the configurable control panel unit further comprises at least one button separate from the second display unit, the method further comprising receiving player input data via the at least one button separate from the second display unit.

45. (Currently Amended) A gaming apparatus, comprising:

a first display unit;

a value input device;

a configurable control panel unit, the configurable control panel unit comprising a second display unit, and a touch screen unit, the touch screen unit including a touch screen device associated with the second display unit,

a controller operatively coupled to the first display unit, the value input device, the second display unit, and the touch screen unit, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to receive value input data via the value input device,

the controller being programmed to cause the first display unit to generate a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

the controller being programmed to cause the second display unit to generate a first player input display, the first player input display comprising a first plurality of buttons~~[[,]]~~ associated with the one game related to the first game display,

the controller being programmed to receive player input data associated with the first plurality of buttons via the touch screen unit, and

the controller being programmed to determine a value payout associated with an outcome of the one game.

46. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to determine whether the player selected one of the buttons in the first plurality of buttons.

47. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a colored image.

48. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display video.

49. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a second game display relating to the one of the following games: poker, blackjack, slots, keno or bingo, wherein the first player input display comprises the second game display.

50. (Original) A gaming apparatus according to claim 45, wherein the controller is programmed to cause the second display unit to display a second player input display after causing the second display unit to display the first player input display, wherein the second player input display comprises at least a second button; and

wherein the controller is programmed to receive player input data associated with the at least a second button via the touch screen unit.

51. (Currently Amended) A gaming apparatus according to claim 45, wherein the configurable control panel unit further comprises a user input device separate from the second display unit; and

wherein the controller is programmed to receive player input data via the user input device separate from the second display unit.

52. (Previously Presented) A gaming method according to claim 1, wherein the configurable control panel unit further comprises a panel and a plurality of lights located beneath the panel to selectively illuminate external portions of the panel corresponding to button areas on the panel, wherein the second display unit is located beneath the panel, the method further comprising:

causing button areas on the panel corresponding to the selected one of the plurality of player input displays, if any, to be illuminated;

causing button areas on the panel not corresponding to the selected one of the plurality of player input displays, if any, to be de-illuminated; and

receiving player input data associated with the button areas on the panel corresponding to the selected one of the plurality of player input displays via the touch screen unit.

53. (Previously Presented) A gaming method according to claim 52, wherein the touch screen unit comprises a plurality of touch screen units, wherein one of the touch screen units of the plurality of touch screen units corresponds to the second display unit, and wherein another touch screen unit of the plurality of touch screen units corresponds to the button areas on the panel.

54. (Currently Amended) A gaming method according to claim 52, wherein the configurable control panel unit further comprises a plurality of switches including switches to affect illumination of the button areas; and

wherein causing button areas to be illuminated comprises controlling switches in the plurality of switches.

55. (Currently Amended) A gaming method according to claim 54, wherein the plurality of switches includes switches to affect de-illumination of the button areas; and

wherein causing button areas to be de-illuminated comprises controlling switches in the plurality of switches.

56. (Previously Presented) A gaming method according to claim 1, further comprising:

selecting an other of a plurality of player input displays;

after causing the second display unit to display the selected one of the plurality of player input displays, causing the second display unit to display the selected other of the plurality of player input displays; and

receiving player input data associated with the selected other of the plurality of player input displays via the touch screen unit.

57. (Previously Presented) A gaming method according to claim 56, wherein the one game display is associated with one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display; and

wherein the other game display is associated with a different one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display.

58. (Previously Presented) A gaming method according to claim 56, wherein the one game display comprises a first plurality of buttons; and

wherein the other game display comprises a second plurality of buttons.

59. (Previously Presented) A gaming apparatus according to claim 17, wherein the configurable control panel unit further comprises a panel and a plurality of lights located beneath the panel to selectively illuminate external portions of the panel corresponding to button areas on the panel, wherein the second display unit is located beneath the panel, and wherein the touch screen device is associated with the button areas;

wherein the controller is further programmed to:

cause button areas on the panel corresponding to the selected one of the plurality of player input displays, if any, to be illuminated,

cause button areas on the panel not corresponding to the selected one of the plurality of player input displays, if any, to be de-illuminated, and

receive player input data associated with the button areas on the panel corresponding to the selected one of the plurality of player input displays via the touch screen unit.

60. (Previously Presented) A gaming apparatus according to claim 59, wherein the touch screen device comprises a plurality of touch screen devices, wherein one of the touch screen devices of the plurality of touch screen devices corresponds to the second display unit, and wherein at least one other touch screen device of the plurality of touch screen devices corresponds to the button areas on the panel.

61. (Previously Presented) A gaming apparatus according to claim 60, wherein the touch screen unit comprises a plurality of touch screen units, wherein one of the touch screen units of the plurality of touch screen units corresponds to the second display unit, and wherein another touch screen unit of the plurality of touch screen units corresponds to the button areas on the panel.

62. (Currently Amended) A gaming apparatus according to claim 59, wherein the configurable control panel unit further comprises a plurality of switches including switches to affect illumination of the button areas; and

wherein the controller is further programmed to control switches in the plurality of switches in causing button areas to be illuminated.

63. (Currently Amended) A gaming apparatus according to claim 62, wherein the plurality of switches includes switches to affect de-illumination of the button areas; and

wherein the controller is further programmed to control switches in the plurality of switches in causing button areas to be de-illuminated.

64. (Previously Presented) A gaming apparatus according to claim 17, wherein the controller is further programmed to:

select an other of a plurality of player input displays,

after causing the second display unit to display the selected one of the plurality of player input displays, cause the second display unit to display the selected other of the plurality of player input displays, and

receive player input data associated with the selected other of the plurality of player input displays via the touch screen unit.

65. (Previously Presented) A gaming apparatus according to claim 64, wherein the one game display is associated with one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display; and

wherein the other game display is associated with a different one of the following games: poker, blackjack, slots, keno or bingo, wherein the selected one of the plurality of player input displays comprises the second game display.

66. (Previously Presented) A gaming apparatus according to claim 64, wherein the one game display comprises a first plurality of buttons; and wherein the other game display comprises a second plurality of buttons.

67. (Previously Presented) A gaming method according to claim 32, wherein the configurable control panel unit further comprises a panel and a plurality of lights located beneath the panel to selectively illuminate external portions of the panel corresponding to button areas on the panel, wherein the second display unit is located beneath the panel, the method further comprising:

causing button areas on the panel corresponding to the selected one of the plurality of player input displays, if any, to be illuminated;

causing button areas on the panel not corresponding to the selected one of the plurality of player input displays, if any, to be de-illuminated; and

receiving player input data associated with the button areas on the panel corresponding to the selected one of the plurality of player input displays via the touch screen unit.

68. (Previously Presented) A gaming apparatus according to claim 45, wherein the configurable control panel unit further comprises a panel and a plurality of lights located beneath the panel to selectively illuminate external portions of the panel corresponding to button areas on the panel, wherein the second display unit is located beneath the panel, and wherein the touch screen device is associated with the button areas;

wherein the controller is further programmed to:

cause button areas on the panel corresponding to the selected one of the plurality of player input displays, if any, to be illuminated,

cause button areas on the panel not corresponding to the selected one of the plurality of player input displays, if any, to be de-illuminated, and

receive player input data associated with the button areas on the panel corresponding to the selected one of the plurality of player input displays via the touch screen unit.